FCI

Ultima®

Warriors of Destiny™

TO BRITANNIA'S AVATAR OF HEROISM

Brave Avatar, good friend, as never before Britannia needs thy assistance. Danger threatens us from every shadow and there is no other person I can turn to. On thy capable shoulders rests the full weight of responsibility for the salvation of this endangered world. Without thy brave deeds, none of us will live to see another year. But if thee should succeed, thy great rewards will surpass any person's dreams. Come with all speed!

Lord British

RETURN... After becoming the Avatar, a perfect example of heroism and the Master of the Eight Virtues, you left Britannia to return to your own world. While in Britannia, you conquered the terrible Exodus and restored the Mastery of the Virtues and the three principles of Truth, Love and Courage to that land. You have become the hero of a hundred new legends and myths. Though absent, you retain your love of Britannia and the King who inspired you in your quest to become Avatar.

Unbeknownst to you, strange shadows have crept over Britannia. Some time ago, Lord British and a group of warriors went down to the Underworld to explore unusual disturbances. They vanished. Blackthorn, once a trusted vassal of Lord British, has taken over rulership of the kingdom and declared martial law. His treachery was influenced by the nefarious Shadowlords. But the night before Lord British left on his journey, he sent you a note telling of great peril threatening Britannia. He begged you to return at once. Not long after receiving the message, you are summoned to Britannia by your old friend Shamino. When the mist clears from your eyes, you see him lying wounded on the ground. Iolo helps you carry him to shelter and tells you all that has passed in your absence. Now you look out on a lost world, helpless without its King, and know that you must find him and return him to the throne. But you cannot do so without challenging the foul Shadowlords and their minions to mortal combat.

Ultima®

Warriors of Destiny™

C·O·N·T·E·N·T·S

RETURN 2

CONTENTS 4

CHAPTER 1 5

To Begin the Quest 6
Your Party 8
The Submenu 9
Character Data 10
The Play Screen 16
Moongates 18
Activities 20
Casting Spells 23
Levers 24
Saving the Game 25
Buildings 26
Castle Britannia 28
The Land 29
History of Britannia 30

CHAPTER 2.....31

Monsters of Britannia 32
Inventory Items 38
Special Items 42
Armor and Weapons 43
List of Spells 48
Party Members 53

CHAPTER 3 55

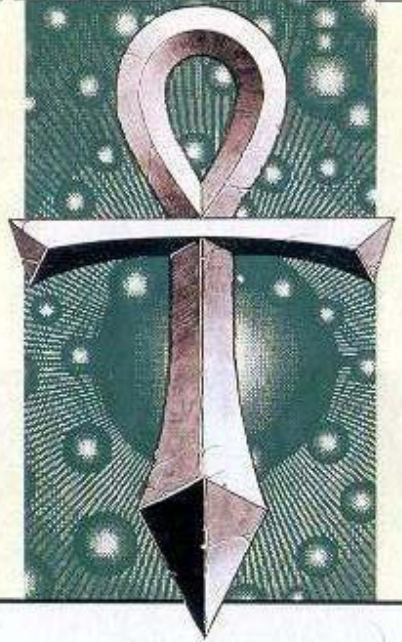
Land of Britannia 56
Your Mission 58
Words of Power 59
The Mantras 60
Castles and Towns 61

CHAPTER 4 75

Helpful Hints 76
Postscript 80

WARRANTY ...81

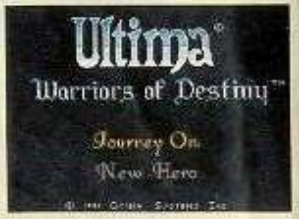
CHAPTER 1



BASIC INSTRUCTIONS

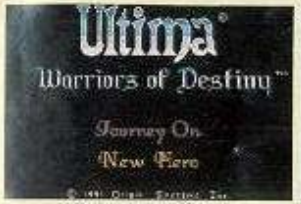
TO BEGIN THE QUEST

Be sure the Nintendo Entertainment System® is turned off. Insert the Ultima 5 Game Pak into the NES and turn on the power. The Title Screen appears first, offering you two choices: New Hero and Journey On. Use the Control Pad to move the cursor to the option you would like and push the A Button to select it. If you have not played Ultima 5 before, or you want to start a new game, choose New Hero (see Page 7). If you wish to continue a quest that you had started some other time, select Journey On (see Page 7). Before you begin, you may want to get pen and paper to take notes. Many people will be giving you valuable clues throughout your quest. You can also note locations of items, landmarks, and important objects. Warriors of Destiny is for one player only, but when you need to rest, a friend can take over and guide your party for a while.



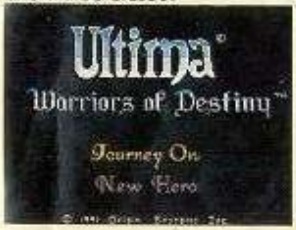
NEW HERO

Once you have chosen New Hero, you will be asked seven questions. You will choose an answer by pushing the A or B Button. These questions determine what kind of character you will be. After you answer the questions, a brief introduction to the game and the land of Britannia will be shown.



JOURNEY ON

If you select Journey On, but no game has been saved yet, you will be shifted into the New Hero option. A game can be saved when you stay at an Inn or put up your tent. If you have played before and saved the game, Journey On will return you to where you were when you performed the save function. Only one game can be saved at a time. If you start a new game and save it, the older one will be erased.



YOUR PARTY

You will set forth on your quest to destroy the Shadowlords with a party of companions. Iolo and Shamino are the first to join. Including yourself, the party can only be composed of a maximum of four companions. You will also have some useful items in Inventory when you begin. All of the members of your party share items and weaponry from the same Inventory. (See page 10.)

NEW COMRADES

As you travel through Britannia, you will meet other characters who can join you. But if you already have four comrades, you must ask someone to leave before a new person can join. Put the items of the person leaving into Inventory. Then talk to that person and ask him or her to go.

THE INVENTORY SCREEN

To view the Inventory Screen, push the Start Button. Press Start again to exit. Use the Control Pad to move the cursor around the Inventory Item Window. Push the Select Button to move among the options.

1. CHARACTER NAMES
2. DISCARD OPTION
3. CHARACTER DATA
4. CHARACTER ICON
5. ITEMS IN HAND
6. INVENTORY WINDOW

CHARACTER NAMES

To move the cursor from one name to another in the Inventory Window, push the Select Button. When the cursor is at a name, information about that particular character will appear in all of the options in the Subscreen.

CHARACTER ICON

Once you have positioned the cursor at a character name in the Character Name section, the picture of that person will appear here. As you can see, you've got a strong, intelligent looking group of people.

CHARACTER DATA

The statistics shown in this portion of the Submenu will be those of the character you chose in the Character Name section. The higher the number, the better. Like Inventory items, Gold Pieces are shared with all members of the party.

DUPRE DISCARD STR:24 DEX:17 INT:20 EXP:5456 LVL:5 GP :697	**STRENGTH DEXTERITY INTELLIGENCE EXPERIENCE LEVEL GOLD PIECES**

STRENGTH

The answers you gave in the New Hero section will determine how much strength you start out with. As you become stronger, you will be able to destroy your enemies with fewer blows or shots.

DEXTERITY

This ability is much like stamina. With low dexterity, a character tires quickly in battle. A character's dexterity can be increased but he must pursue a difficult quest to learn how. Find out more by visiting shrines.

INTELLIGENCE

Casting spells is a talent that requires tremendous brain-power and education. When a character has high intelligence, he/she can learn more difficult spells. It is always a good idea to have at least one unusually bright person in your party.

EXPERIENCE

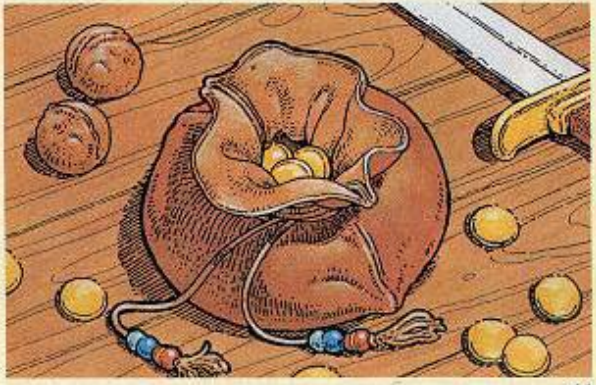
Every time your character wins a fight, his experience points rise. And as your party's experience increases, they will move up a level. To begin with, however, all characters have zero experience points.

LEVEL

All players start out on level 1. As they attain higher levels, their chances of survival increase tremendously. They can fight longer and harder, even though their strength rating does not change. Watch how your characters develop as their level increases.

GOLD PIECES

Even though you are the Avatar, you are still expected to pay for the things you need, including weapons, armor, and other items. The members of the party pool their Gold Pieces in a common fund. Inns and healers also require payment.



DISCARD OPTION

Push the Select Button to move the cursor through character names to the Discard Option. Then choose the item in the Inventory Window you want to discard and push A or B. Once discarded, an item is gone forever. Some special items, ones that you must have to win the game, cannot be discarded.

ITEMS IN HAND

The three boxes here display the items the selected character is holding. You can change these items whenever you want. (see pages 13 to 15). To return to the main Play Screen, push the Start Button.

BOX 1

The box to the left represents the character's left hand. Shields should be carried here. Or, if no monsters are about, carry the sextant, Spellbook or skiff. To put something into the left hand, use the Control Pad to select an item and then push A.

BOX 2

The character's right hand is represented by the box to the right. Since most people are right handed, weapons are often held here. To place an item in the right hand, select it in the Inventory Window and push B.

BOX 3

In the lower center box, the armor worn is displayed. When a suit of armor is highlighted in the Inventory Window, pushing either A or B will put it on the character. See pages 14-15 for more information.

For a complete and detailed list of items, weapons, armor, spells and the other objects you will find in this game, see the table that starts on page 38.

INVENTORY WINDOW

All of the items possessed by the party appear in the Inventory Window. In the lower left corner of the window, the name of the highlighted item is displayed. The quantity of that item is shown in the lower right corner. Some items are not meant to be held, like food or scrolls. Instead, they will be used by the character when they are selected.

ITEM ICON

Each item is represented in the Inventory Window by a small icon. These icons generally look like the item itself. To select an item, you will need to place the box around its matching icon.

ITEM NAME

Some of the items look very similar, so it is important to check the name to be sure you have selected what you want. The name of each selected item will appear in the lower left corner.

NUMBER LEFT

You can carry more than one of certain kinds of items, like food or potions. The quantity remaining of the selected item is shown in the lower right corner. Most items are single.

ITEM SELECTION

To put a new item in a character's hand, or to use an item, you must access the Submenu. Once there, use the Control Pad to move the highlight box around the Inventory Window. When you select a new item, it will switch places with the item currently held.

TAKING AN ITEM IN HAND

Put the highlight box around the item you want and push A to place it in the left hand or B to place it in the right. Some items, like the bow, take both hands. To empty a hand, for example, when a character is going to leave, put the highlight box over a blank spot and push A or B.

USING ARMOR

When the highlight box is over a suit of armor, you can push either the A or B Button to move it into the armor box. The armor that was being worn is returned to the Inventory Window.

CONSUMABLE ITEMS

Your party will be carrying some items that cannot be held in the hand for use. These items include things like food and scrolls. Once you select this type of item by highlighting it and pushing either the A or B Button, it will immediately perform its function. The quantity of this item is then reduced by one.

THE PLAY SCREEN

The Play Screen consists of a window through which you will see the action unfold and various meters and numbers that demonstrate the current status of the characters and the game. At night the screen grows dark and small. When you push Start, the Submenu replaces the Play Screen.

1. SUN/ MOONS POSITION
2. PLAY WINDOW
3. DATE/WIND
4. CHARACTER VITALS
5. TEXT WINDOW

CHARACTER VITALS

This portion of the Play Screen shows what weapons each character is holding, as well as the available energy (heart meter) and magic power (star meter).

The item on the left is in the left hand, the other is in the right hand.
As the heart meter drops, a character grows weaker. Then that character should visit a healer.
The star must be partly or completely full for a character's spells to work.

TEXT WINDOW

This is where you can follow conversations, reading both your words and the other person's. When you are in a fight, the enemy's name and condition will be shown. All important information relating to nearby monsters, voices from shrines, etc., appears here.

DATE/WIND

You can keep track of the passing days by watching the calendar. On the right, wind direction will be displayed. This is valuable information if you are riding in a skiff or on a magic carpet.

PLAY WINDOW

The Play Window is where the characters and their surroundings appear. You will have an aerial view of the scenes. Your vision will be severely limited when darkness falls and it is easy to get damaged, so pitch your tent often.

MOONGATES

You and your party can teleport through a magical Moongate to other locations in Britannia. Your destination depends on where Britannia's west moon, Trammel, is positioned in the sky. The Gates open at night and shut in the day. They are a safe, effective shortcut.

THEIR APPEARANCE

Because they are powered by moonbeams, the Moongates disappear at dawn and reappear at dusk. You cannot tell where a Moongate is during the day, but they are all located near towns. If you pass through a Moongate between the hours of 11:00 p.m. and 1:00 a.m., you will emerge at the Shrine of Spirituality, in the Underworld. The map on page 19 shows the towns that have nearby Moongates. Using the Gate Travel spell instantly puts you at the site of a Moongate.

DESTINATIONS

No matter which Gate you enter, if Trammel is in the phase shown below, you will arrive in the town named.

	BRITAIN		JHELOM
	MINOC		TRINSIC
	NEW MAGINCIA		SKARA BRAE
	MOONGLOW		YEW

ACTIVITIES

Since you have been away for years, it will take you a while to remember how things are done in Britannia. The various activities, for example talking or collecting items, all require separate commands.

TALKING

To talk, push the B Button and a cursor will appear on your character. Use the Control Pad to move the cursor to whomever you intend to speak with. Then push the A Button. If conversation is possible, it will begin. Choose your words with care for maximum information.

At times, you will need to speak with members of your party (for example, to ask them to leave). Use the same method described above.

PICKING UP ITEMS

To more closely examine an object, or to pick it up, follow the same steps you use for talking. If it is possible for you to pick up the object, you will automatically do so when you push the A Button. This is the only way to add items to your Inventory.

DUNGEONS AND SHRINES

The statues at shrines will only speak to you if you have learned the correct mantra. Also, the statues that guard Dungeons will only allow you passage if you know the right Word of Power. Mantras and Words are impossible to recognize. If you have found one somewhere, you will automatically use it in the conversation.

FIGHTING

To attack an enemy you must be within weapon range. Push A and a cursor appears on the item in your right hand. If necessary, use the Control Pad to move the cursor to the item in your left hand. Push A. The cursor shifts to the Play Window. Move it to the enemy with the Control Pad. Push A.

TYPES OF WEAPONS

The two kinds of weapon available to you are short range, like swords and daggers, and long range or projectile, like the bow and arrow, (see page 43).

STAY WITH THE PARTY!

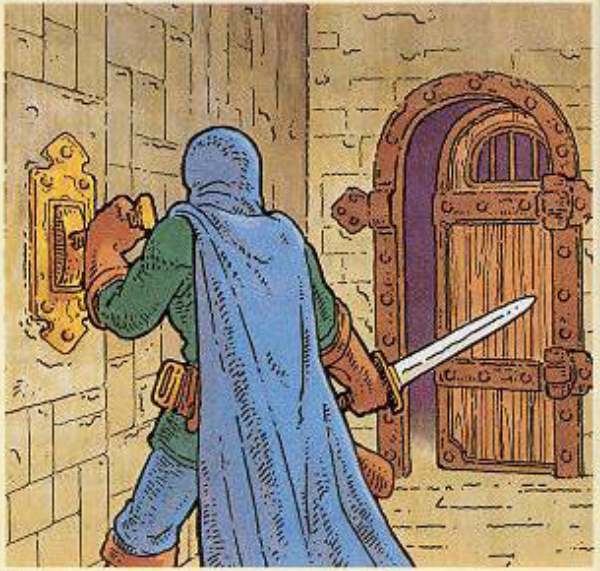
The enemies you are fighting are very persistent. If you run from an enemy, your party may very well stay behind to continue the fight! You could be separated.

CASTING SPELLS

To cast spells, a character needs a certain number of experience and magic points, as well as reagents (ingredients). The circular, eight-page Spellbook holds all the mighty spells. On each page are four spells, and as your level increases you can use more of the spells.

LEVERS

As you explore the buildings throughout Britannia, you will occasionally discover a lever. These levers were installed during construction of the buildings ages ago, and no one remembers what they do anymore. To pull a lever, stand next to it and then push the B Button. A targeting cross-hair will appear on the screen. Use the Control Pad to center this on the lever and then push the A Button. You will not always be able to see results of pulling a lever.



SAVING THE GAME

You can only save one game at a time. Whenever you save a new game, the previous one will be erased. You can save in an Inn or in your tent.

INNS

At the Inns you can heal your wounds and also save the game. To save, talk to the Innkeeper. You must agree to stay at the Inn to save the game, and it will cost you 50 Gold Pieces. Answer Yes when the Innkeeper asks if you want to save the game.

TENTS

To pitch your tent, put it into your right hand. On the Play Screen, push A. The cursor appears on the tent. Push A to save the game and sleep (thereby also saving 50GP!), or B to skip.

STOPPING

Before you quit playing, be sure to save the game at an Inn or in your Tent. Then simply turn off the NES. Hold the reset button.

BUILDINGS

Every building in Britannia houses some person or object of interest to you. Explore each one and talk to the people you meet. Some persons tell you to go away, some try to sell you things, and others give you good information.

WEAPON SHOPS

Free enterprise is alive and well in Britannia. Frequently, individuals sell weapons right out of their homes. You can also buy weapons in some shops. Just talk to the proprietor and he will show you his wares. You can also sell things.

SIEGECRAFTERS

These people sell armor in addition to weapons. Whenever possible, upgrade your armor. You do business with these merchants in the same manner as you do in weapon shops. Simply speak to the proprietor. Choose the items offered to you by the salesperson.

LOCKSMITH

Keys are a very valuable asset to the explorer. You should buy keys from innkeepers and at taverns whenever you can—a locked door is impossible to get through. Keep a supply in Inventory.

HEALERS

Healers have been doing an outstanding business in Britannia since the Shadowlords appeared. The demand on their time and energy is tremendous, so it is not surprising that they charge for their services. But they do heal wounds and cure poisonings—for a price.

HUMBLE PALATE & OTHER TAVERNS

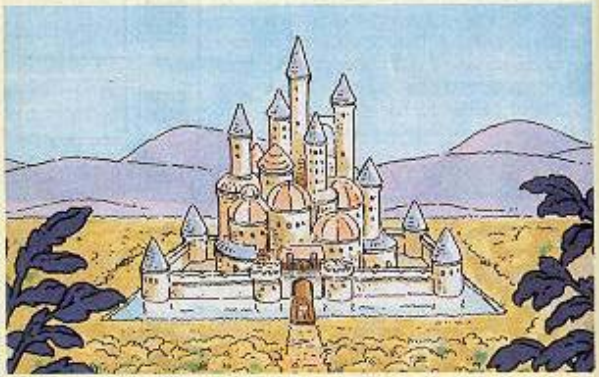
Several taverns are scattered across Britannia. They offer anything from food to helpful potions. Their prices are fairly reasonable, so you should always try to stock up on food and other goods. Taverns are excellent places to meet people and to get information.

MAGIC SHOPS

You cannot buy magic, but you can buy the ingredients for magic spells. These shops offer a variety of supernatural items, from magic weapons to reagents. Check your stock of reagents. It is important that you do not run out of anything while you are adventuring.

LORD BRITISH'S CASTLE

Even without Lord British, Lord British's Castle remains a magical, healing haven. The Escape Spell will sometimes return you to the Castle, and the sextant uses it as the zero mark. If you lose a life, you are resurrected here along with your party, but you will lose some experience and levels.



THE LAND

Britannia has changed since you were here, no thanks to the Shadowlords. Go carefully and study your surroundings—there are many hidden dangers and secret ways.

SWAMPS

In the murky swamps your heart drains and you can be poisoned.

BUSHES AND TREES

Even if you try, you cannot walk through these!

WATER

Avatars can handle skiffs very well—but not swimming.

MOUNTAINS

To cross mountains you will need a grappling hook.

SHRINES

You can learn how to raise your level at the shrines.

DUNGEON LADDER

If you know the Word of Power, descend and explore!

LEVERS

Levers usually help you, though you may not see how at first!

DOORS

You can only enter a building by using one of its doors.

HISTORY OF BRITANNIA

BRITANNIA'S DARK AGE (ULTIMA EXODUS)

Mondain and Minax, the two horrible sorcerers have been destroyed but their nefarious creation Exodus still exists. Neither man nor beast Exodus has unleashed a horde of pernicious monsters. Lord British summoned you and a band of adventurers to save Britannia.

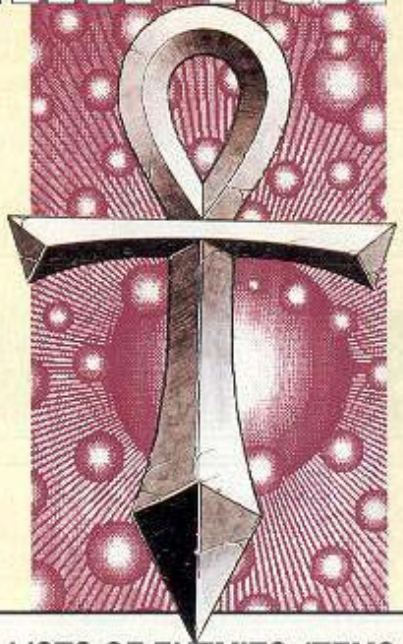
THE AGE OF REASON (ULTIMA QUEST OF THE AVATAR)

With Exodus conquered, peace returned to Britannia. Lord British established centers of learning. You were summoned to codify the virtues and to discover the Codex of Ultimate Wisdom. The Isle of the Avatar was created from the Great Stygian Abyss.

THE SUBVERSION OF SHADOWLORDS (ULTIMA WARRIORS OF DESTINY)

Now comes your greatest challenge: Free Lord British and release Britannia from the danger of the Shadowlords. Undo the treachery that has overtaken Britannia.

CHAPTER 2



LISTS OF ENEMIES, ITEMS, SPELLS, WEAPONS, ARMOR AND THEIR ATTRIBUTES

MONSTERS OF BRITANNIA

Eight dungeons, rank with corruption, have survived from the dark ages into the present day. From their depths have crawled hundreds of foul monsters and ghouls. They sneak out both night and day to savagely prey upon the innocent and the helpless. You will find monsters roam in packs.

GIANT RAT

These ugly-tailed scavengers cannot hit hard. However, they possess great agility and have very sharp teeth with which they can poison an unsuspecting traveller.

TROLL

With the form of a large deformed human, the trolls prefer to live underground. They are quite dexterous.

GREMLIN

Gremlins are more trouble-makers than warriors. They are vicious fighters.

HEADLESS

Created long ago by Mondain, these hideous mockeries of human beings are relatively strong and dangerous.

SKELETON

The skeletons have no muscle on their bones or between their ears, but they can take a lot of punishment.

CYCLOPS

Once you've gained experience, these creatures rarely pose a threat to anything more than your patience.

WISP

Like lightning bugs gone terribly wrong, these little flashing lights can cause serious damage.

HYDRA-CENTER

This ancient monster has long, powerful tentacles that will snag you and pull you to its hungry mouth.

CHAPTER 2

DÆMON

Watch these nasty spirits closely. They can summon other daemons or possess you and your friends.

GIANT SPIDER

The giant spider is weak and slow, but filled with a caustic poison. Try not to get too close to one.

SLIME

This gooey, green splat is worse for its disgusting odor and slime than for its harmfulness.

SNAKE

From near or far, snakes pose a threat. They can spit their acidic venom in your direction.

GIANT ANT

With its exoskeleton, the ant can withstand powerful attacks. It also has great strength and stamina.

DRAKE

The drake is a species of small dragon, but that does not prevent it being a ferocious, persistent foe.

GARGOYLE

Two kinds of gargoyle infest Britannia: one with wings and one without. The winged ones practice magic.

TANGLE VINE

Don't be lured by the sweet smell of this hedge plant. Sharp thorns surround the large, central flower.

CORPSER

Another member of the undead species, corpser is rather like a zombie. It is a slow but determined creature.

MONGBAT

Keep your defenses strong against this powerful and swift winged monkey. It has long, wicked bat fangs.

GIANT BAT

The giant bat is not much different from a rat. Except, of course, it can fly with great speed.

GHOST

Although weak, these angry spirits have tremendous dexterity and they can disappear at will.

GAZER

This magical, floating eye will mesmerize its enemies, turning them against each other. Don't look at it!

REAPER

It would be better to avoid these foul servants of corruption. They are the masters of most all weapons.

SAND THING

Lurking in the blazing desert, these beasts will strike with great power at those who draw too close.

SHADOWLORD

When the Gem of Mondain was shattered into three shards, these lords of shadow and despair emerged.

INVENTORY ITEMS

Almost everything you can place in your Inventory has a special value. Many items must be directed at something the same way a weapon is aimed, see page 22.

TENT	Put the tent up by following the steps described on page 25. Using your tent to rest and save the game means you don't have to spend 50GP at an Inn.
FOOD	Fortunately, you start out with a good supply of food. Your party will deplete the food when sleeping, so be sure to keep enough for everyone in Inventory.
TORCH	You don't need to place a torch in a hand to use it. Just highlight it in the Inventory Window and push A or B. The Play Window is lit when you return.
WATCH	Using the Moongates for travel will require careful timing. This watch is remarkably accurate and always displays the correct time.
MAGIC CARPET	With this magic carpet, your party can fly over shallow water, swamps, bushes and trees, but not over buildings or deep water.
SKIFF	Use the skiff in the same way you use a weapon. You must be standing by the water. To disembark, push A, move the cursor onto the skiff and push A again.

SPELL BOOK	Put the Spellbook in your hands and use it like you would a weapon. The pages of the book replace the Play Window. Use the Control Pad to flip the pages.
TALIS MAN	Use talismans only in your greatest need. They either help your party to escape, heal wounds and poisons, or protect the user from injury.
RED POTION	Highlight a potion on the Inventory Window and push A or B to use it. The red potion heals a character's wounds.
WHITE POTION	This potion heals poisons. Sometimes you may need to use a potion more than once.
BLACK POTION	Take this potion before battle to protect yourself from attack and damage.
YELLOW POTION	All of the known reagents are in this powerful potion. It restores the magic points of whoever swallows it.
BLUE POTION	To protect yourself under the cover of invisibility, drink this potion. It effects will last several minutes.

GARLIC	All the elements listed on this page are reagents. Garlic is good for healing people and for dispelling ghosts.
GINSENG	This versatile herb is an ingredient in spells that restore health to your party and in spells that harm your enemies.
SPIDER SILK	Spider silk is a valuable reagent. It is used in defensive spells to restrain magic.
SULFUROUS ASH	The property of sulfurous ash released by magic is illumination. You will find this ingredient in many shops.
BLOOD MOSS	This herb is the central reagent of many powerful spells, so keep a good stock. Look for it in shops.
BLACK PEARL	The powder of black pearls is extremely unstable, which is why offensive spells require it. Always have some on hand.
MANDRAKE	Though this herb grows in swamps, don't go looking for it; search around the edges of swamps, or buy it in shops.
NIGHTSHADE	This ugly fungus also blooms in the dank swamps. Try to buy it, or search for it when night spreads darkness over the land.

HORN OF SUMMONS	The three mighty horns are crucial to your quest to defeat the Shadowlords. You will be amazed by their magical power.
SKULL KEY	These keys are the only thing that will open a door that is magically locked. They can also be unlocked magically. Such doors are impervious to lockpicks.
LOCK PICK	This odd little tool can conform to nearly any kind of lock. You must be standing near the door to use it.
SEXTANT	Use the sextant to find your exact location in Britannia. The 0:0 point is the throne of Lord British.
GRAPPLING HOOK	To cross mountains, you need a grappling hook. Select the direction to climb as you would pick an enemy to attack.
GOLD SCROLL	If a character perishes, have that same character use the gold scroll. It will resurrect that character.
WHITE SCROLL	When a character is badly wounded, use the white scroll. The words of wisdom written thereon work powerful healing.
PINK SCROLL	Read the pink scroll to stop time and freeze your enemies. Your party will be outside the bonds of time and can move.

SPECIAL ITEMS

You will encounter certain objects and forces during your journey through Britannia. Though they are not the kinds of things you would put in Inventory, they do affect your quest.

ENERGY FIELDS	Watch out for a nearly invisible wall of wavy lines crossing your path. These energy fields are not dangerous, only annoying.
FIRE FIELDS	When you cross a fire field, it will inflict the same kind of damage on your party that an enemy's fire would.
POISON FIELDS	If you pass through a poison field, you will be infected with a near-lethal poison. Cure yourself immediately.
FORCE FIELDS	Follow the same steps used for talking (page 20) to investigate the type of field you are facing.
CHESTS	To open a chest, push B. A cross appears. Center it on the chest and push A. To pick up what is in the chest, see page 21.
SIGNS	Watch for signs hung on the walls so you don't miss any shops. Each store has a sign posted outside.

ARMOR AND WEAPONS

The spell that summoned you cannot transport metal objects. Thus you arrive in Britannia with no armor or weapons. Although you will be finding many suits of armor and types of weapon as you travel, it is wisest to carry the most powerful. Save your gold to buy good equipment.

CLOTH ARMOR	This heavy vest worn beneath the tunic offers warmth and very little else. But it is inexpensive and can protect a person from minor injuries.
LEATHER ARMOR	This armor is thick and will protect more effectively than cloth. The leather has been boiled in paraffin and dried many times while being pressed into form.
CHAIN ARMOR	Fashioned from thousands of tiny rings of steel linked with wire and riveted shut, chain armor is an excellent protector.
PLATE ARMOR	Plate armor is extremely resistant to blows and other injuries. If a person is strong and can afford it, he should wear this superior armor.

MAGIC PLATE	This armor is top of the line. Not only does it offer the protection of plate steel, it has magical properties that defend the person who wears it.
WOODEN SHIELD	This shield is lightweight and easy to wield. Because it is wood, it cannot defend you very well. Upgrade to a stronger shield as soon as possible.
SPIKED SHIELD	The steel spikes mounted across the face of this shield are welded into the core. It offers good protection at an affordable price.
CURVED HEATER	This shield is curved to direct the enemy's weapon away from you when he strikes it. Carry it high and in front of you when fighting.
MAGIC SHIELD	An ancient wizard labored for years to craft this shield of strength and magic. Not only is it of brilliant design, it also uses magic to protect you.
SLING	With the sling, one can hurl rocks and other sharp debris at the enemies. This is a projectile weapon, good for those characters with little strength.
SPEAR	The spear is also a projectile weapon, but it requires more strength and skill. Use it from a distance, before enemies get too dangerously close.

MAGIC AXE	The magic axe can only be used in hand-to-hand combat or as a missile weapon.
BOW	The bow is a very effective projectile weapon. You will have to buy the arrows that go with it, but they are relatively inexpensive. The bow is not.
MAGIC BOW	An extremely expensive weapon, the magic bow is essential for archers. Not only does it shoot straight, the magic within helps arrows hit their mark with extra power.
CROSSBOW	The crossbow is held like a rifle and shoots heavy, steel-tipped bolts. Because of their special manufacture, bolts are twice as expensive as arrows.
TWO-HANDED SWORD	This sword is only for those who have a great deal of strength. It must be held in both hands, and delivers terrific blows to the enemy due to its weight.
TWO-HANDED AXE	The two-handed axe requires little skill and a lot of might. A character must use both hands to wield it, but can mow down many enemies in hand-to-hand combat.
TWO-HANDED HAMMER	Although this weapon lacks any sort of grace or style, it is wonderfully effective when smashed up against the head or body of an enemy.

HALBERD	Two weapons in one, the halberd is a battle axe at one end and a sharp spear at the other. This lethal combination makes it valuable in a scuffle.
DAGGER	The dagger is an amazingly useful weapon. Enemies are rarely prepared to defend themselves against it, and it is ideal for attacking an enemy quietly.
MORNING STAR	The morning star consists of a large steel ball studded with spikes and attached by chain to a heavy handle. Swing it with care!
CLUB	Perhaps the first weapon ever used by a human being, the club is rough but effective. Wielding it requires little more than a strong arm and back.
SHORT SWORD	Sharp and to the point, a short sword is what you need when you must get in close to an enemy. It's a good idea for one member of your party to carry it.
LONG SWORD	When you would prefer to keep at arm's length from an enemy, use the long sword to attack. You should be fairly dexterous if you want to use this weapon.
MACE	A cross between the morning star and the club, the mace is a spiked metal ball welded to the end of a lead handle. It is valuable in close fighting.

GLASS SWORD	This sword is beautiful in a clean, yet lethal way. It shatters upon impact, but is sure to destroy all opponents.
MAGIC SWORD	Not only does this sword have perfect balance and weight, it will magically increase the damage to any enemy that it strikes.

LIST OF SPELLS

To cast a spell, go into the Inventory Window and put the Spellbook in a hand. On the Play Screen, use the Spellbook as you would a weapon, see page 22. Push the Control Pad left and right to turn pages, push it up and down to move the select arrow to the spell you want, then push A. Direct the spell as you would a weapon.

NAME	MP	EFFECT	REAGENTS
CURE POISON	1	A character who had been poisoned should use this spell to recover from the harmful effects.	GINSENG/ GARLIC
ESCAPE	1	Use this spell to return to Lord British's Castle from any location in Britannia, even dungeons.	NONE
HEAL	1	The character who uses this spell will regain a few hit points. The number of points varies.	GINSENG/ SPIDER SILK
LIGHT	1	At night, or when you have entered a dark area without a torch, cast this spell to light the area briefly.	ASH

NAME	MP	EFFECT	REAGENTS
LOCATE	2	To determine your position in Britannia when you do not have the sextant, use the Locate spell.	NIGHTSHADE
MAGIC ARROW	2	Even if you have no bow, using the Magic Arrow spell will fire a magically, poisoned arrow at the enemy.	ASH/ BLACK PEARL
POISON	2	When you face an enemy too powerful to fight with physical weapons, poison him with this spell.	NIGHTSHADE/ BLACK PEARL/ BLOOD MOSS
PROTECTION	2	If a member of your party is weak or injured, create a protective shield around him with this spell.	GARLIC/ GINSENG/ ASH
ENERGY FIELD	3	When the entire party needs protection, cast this spell to surround it with a defensive energy field.	MANDRAKE/ BLACK PEARL/ SPIDER SILK
FIRE FIELD	3	Use this spell to create a wall of fire around one character. The character cannot move once surrounded with the fire field.	ASH/ BLACK PEARL/ SPIDER SILK
GREAT LIGHT	3	More powerful than the Light spell, this spell illuminates a dark area for a longer period of time.	ASH/ MANDRAKE

NAME	MP	EFFECT	REAGENTS
MASS CURE	3	After your party has been involved in a difficult battle, use this spell to remove all poisons.	GARLIC/ GINSENG/ NIGHTSHADE
DISPEL FIELD	4	When you are faced with a field of fire, poison, or some other power, use this spell to eliminate it.	BLACK PEARL/ SPIDER SILK
FIREBALL	4	With the Fireball spell, you can hurl a mighty sphere of flame that will consume your enemy.	ASH/ BLACK PEARL
POISON FIELD	4	The character who casts this noxious spell will emit a cloud of poison that causes enemies to sicken.	NIGHTSHADE/ SPIDER SILK/ BLACK PEARL
UNLOCK MAGIC	4	When you are confronted with a magically locked door, this spell should succeed in opening it.	ASH/ BLACK PEARL
EXPLOSION	5	The reagents in this spell are all highly potent. When mixed, they create a tremendous explosion.	MANDRAKE/ ASH/ BLACK PEARL/ BLOOD MOSS
GREAT HEAL	5	If one of your party has been seriously injured, this spell will restore most of that member's hit points.	GINSENG/ MANDRAKE/ SPIDER SILK

NAME	MP	EFFECT	REAGENTS
INVISIBILITY	5	Sometimes you may want to sneak past an enemy. Cast this spell to weave a cloak of invisibility about you.	MANDRAKE/ NIGHTSHADE/ BLOOD MOSS
WIND CHANGE	5	When using certain items, like the skiff, you can cast this spell to shift the wind direction.	ASH/ BLOOD MOSS
GROUP HEAL	6	This costly spell is at times the only thing that will save your party. It restores most hit points.	GARLIC/ GINSENG/ MANDRAKE/ BLOOD MOSS
LIGHTNING	6	Powerful wizards like to show off by using this spell to throw lightning bolts at their enemies.	MANDRAKE/ ASH/ BLACK PEARL
MASS PROTECT	6	The Mass Protect spell will defend all the characters in a two square area on the screen.	GARLIC/ GINSENG/ MANDRAKE/ ASH
POISON WIND	6	This ill wind blows a nasty poison into the faces of your enemies. Check wind direction before using.	NIGHTSHADE/ ASH/ BLOOD MOSS
CHARM	7	You can catch more flies with honey, and enemies with charm. This spell turns foes into friends.	NIGHTSHADE/ BLACK PEARL/ SPIDER SILK

NAME	MP	EFFECT	REAGENTS
FLAME WIND	7	Fiercer than any dragon, you can blow a fiery gale down the throats of your enemies with this spell.	MANDRAKE/ ASH/ BLOOD MOSS
DESTROY	7	To completely obliterate an enemy, cast this spell at him.	NIGHTSHADE/ ASH/ BLACK PEARL
MASS INVISIBLE	7	When you want your entire party to sneak unseen past some enemy or danger, hide it with Mass Invisible.	MANDRAKE/ NIGHTSHADE/ BLACK PEARL/ BLOOD MOSS
GATE TRAVEL	8	Since you cannot always wait for the moon cycles when you need to use a moon gate, try this spell.	MANDRAKE/ BLACK PEARL/ SPIDER SILK
MASS DESTROY	8	Cast this powerful spell to destroy all enemies in a two-square area on the Play Window.	ALL REAGENTS!
RESURRECT	8	As the name of this spell indicates, it will restore one member of your party if that character perishes.	GARLIC/ GINSENG/ MANDRAKE/ ASH/ SPIDER SILK/ BLOOD MOSS
TIME STOP	8	With this spell, time will temporarily stop for all creatures in Britannia, except your party members.	GARLIC/ MANDRAKE/ BLOOD MOSS

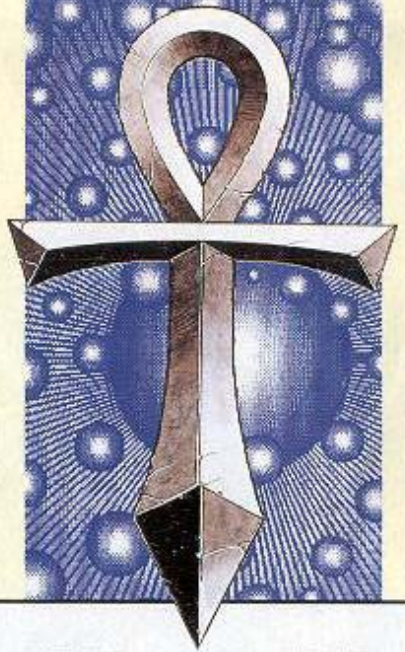
PARTY MEMBERS

Including Iolo and Shamino, nine characters in the kingdom of Britannia can join your group. Each one has a talent and is a valuable member. Experiment with new people so that you can develop strategies that utilize each person's special skills effectively.

AVATAR	On your quest to become the Avatar you learned the virtues, bringing them to life through your actions. To all people you are the eternal symbol of heroism.
SHAMINO	Born with more than his share of common sense, your old companion, Shamino, has valuable practical knowledge. He represents the virtue of Spirituality.
IOLO	Iolo is a bard and he represents the virtue Compassion. He knows a great deal about history. You have travelled with him in earlier quests.
DUPRE	Like one of the ancient white knights, Dupre lives by a strict code of the most righteous chivalry. Before he will agree to any action, he must find it honorable.

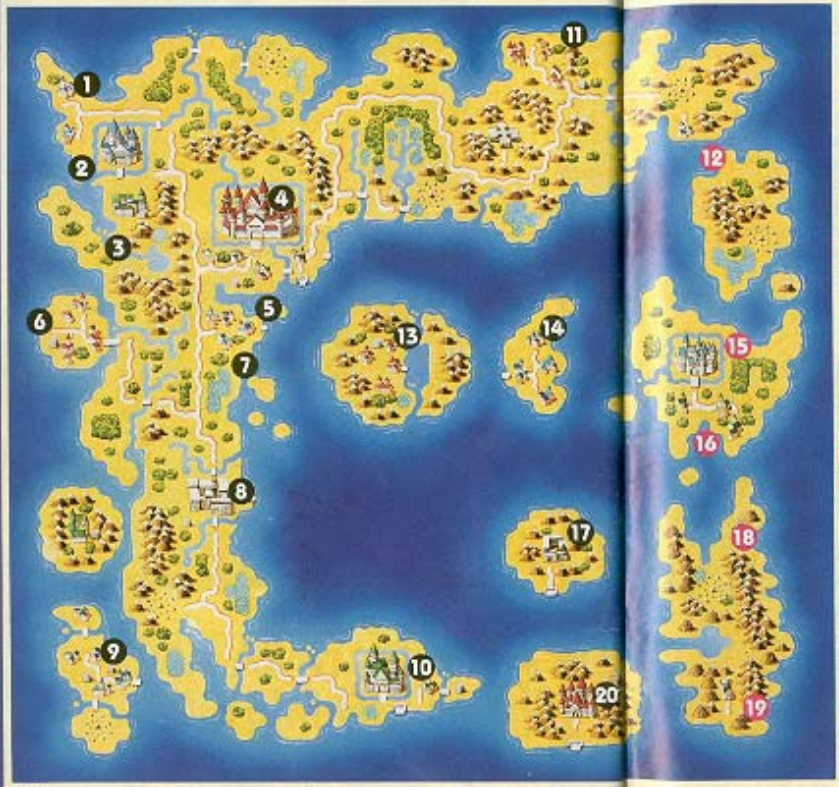
CAPTAIN JOHNE	With great sorrow, Captain Johne bears the responsibility for unleashing the Shadowlords. The Gem of Mondain shattered when he was fighting his friends for it. He stays in the Underworld to hide his shame.
GORN	You will find this mighty warrior in the prison beneath Blackthorn's castle. He would be a highly valuable member of your party, so you should free him. Gorn is a fierce enemy of Blackthorn.
GWENNETH	Although there are many fine weapon makers, Gwenneth's outstanding talent places her in the top of her profession. You will find her working in a weapons shop in the town of Britain.
KATRINA	Magincia was once a city of unfounded pride, for which it was destroyed. Only the shepherdess Katrina survived. She has a weak body but a powerful spirit, symbolizing the virtue Humility.
JAANA	Born high in the mountains of the north, Jaana understands all nature's secrets. She has chosen the Druid's path, abhors pretense and personifies the virtue Justice.
MARIAH	Within this small woman is a deep well of magical power. She has earned the title of Mage, and uses her magic to seek out illusions and banish them. The virtue of Honesty lives in her.

CHAPTER 3



BRITANNIA AND YOUR MISSION

LAND OF BRITANNIA



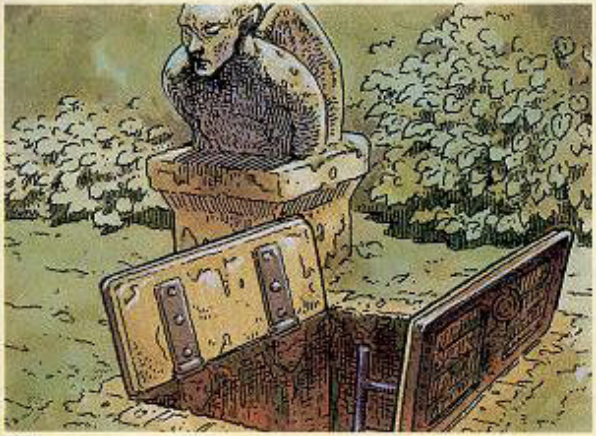
TOWNS AND PLACES

1. Iolo's Hut
2. Empath Abbey
3. Yew
4. Lord British's Castle
5. Britain
6. Skara Brae
7. Paws
8. Trinsic
9. Jhelom
10. Serpent's Hold
11. Minoc
12. Sin'Vaaal's Hut
13. Buccaneer's Den
14. New Magincia
15. The Lycaeum
16. Moonglow
17. Sutek's Island
18. Isle of the Avatar
19. Shrine of the Codex
20. Blackthorn's Palace

CHAPTER 3

YOUR MISSION

One month after Lord British's expedition was lost in the Underworld, all hope for their safe return was lost. Blackthorn, Lord British's trusted liege, assumed the crown, but he declared himself a regent only, keeping order until the return of Lord British. Unfortunately, the Shadowlords began to make their foul presence felt in the troubled land. Corruption was seeping over Britannia and Blackthorn gave in to despair. Then he was vulnerable to the waiting Shadowlords, who soon twisted his mind and seduced him into joining their plans. Shamino realized that the only hope left to Britannia was you, the Avatar, and he summoned you. Now the fight is yours. You must find Lord British and return him to the throne before the Shadowlords destroy Britannia.

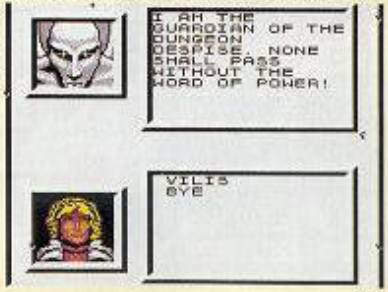


EIGHT WORDS OF POWER

The eight remaining dungeons of vice were sealed by the Great Council. They used a Word of Power to form a barrier across the entrance of each dungeon and posted statues as guardians. You cannot enter a dungeon unless you know the appropriate Word of Power. To learn them, find and speak with each of the eight members of the council that sealed the dungeons.

ENTERING THE DUNGEONS

When you approach a dungeon, walk up to the statue and converse with it. While you are speaking to it, pay close attention to the Text Window. When you see the Word appear, choose that response. Then you can enter the dungeon.



THE MANTRAS

The statues in shrines are gifted with the ability to speak, but they will only share their secrets with those who have the proper attitude. To prove that you do, you must be able to recite the correct mantra (a continuously repeated word) to the statue. You will only learn mantras by talking to various people all over Britannia.

VISIT THE SHRINES

The eight major towns in Britannia adhere to the principles of one of the virtues. Each town has built a shrine honoring that virtue. The eight virtues are: HONESTY, a discipline of truthfulness; COMPASSION, feeling empathy for all others; VALOR, the courage to support one's convictions; JUSTICE, a devotion to fairness; HONOR, supporting truth always; SPIRITUALITY, pursuit of love and light; HUMILITY, knowing one's limitations. You can learn mantras from the people in each town.

CASTLES AND TOWNS

LORD BRITISH'S CASTLE

The castle rises from the shore of Britanny Bay. Explore this place thoroughly. Find and speak to Chuckles, the Jester. He may give you something. Lord Blackthorn does not dare defile the home of the true king, so you will find a haven here for resting.

This castle is shown on the map as number 1

THE WEAPON SHOP

This shop was first opened by Iolo, the bard. But he soon grew tired of the business and gave it to his friend, who made a success of it. Arrows and bolts are sold here. You will find Gwenneth, but be aware that she is wanted by Blackthorn's minions.

THE PRISONERS

In the four jail cells within the castle, prisoners are languishing. Each of the four levers nearby opens one of the cells. Go in to visit the inmates to find out why they are there and learn from their mistakes.

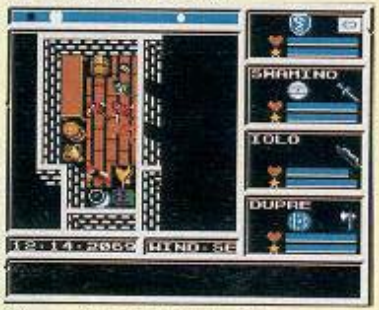
YEW

The town of Yew is located northwest of Lord British's Castle. If you search the floors carefully, you will find some useful reagents. Even though Yew is not a bustling town, it is an interesting place to visit.

This building is shown on the map as number 2

SEAMAN'S SHORE

In the room pictured at the right, you will find two men you should speak with. One is a vendor who can sell you food, torches and oil. The other man, Jeremy, has a proposition involving the rescue of his brother. Consider it well!



NO KEY — NO ENTRY

When you enter this room, speak with the man named Landon. Also in this room is a door that won't open unless you have a lockpick. If you do not have one, go buy or find one and return. Beyond the door lies something of value

BRITAIN

Explore the four buildings of this town. You'll encounter a talkative farmer who reveals valuable information about the resistance movement against Blackthorn. If you play along and don't threaten to turn him in, he'll tell you more helpful news.

This town is shown on the map as number 3

ANNON

Find Annon, pictured at the right. He knows why Blackthorn is trying to hunt down the members of the Great Council. Annon's girlfriend is a council member's daughter. If you talk to her, maybe she will tell you where to find her father.

PENDA

When you find the shop of Penda, you can stock up on reagents for your magic spells. Penda practiced magic for years, then decided to open a shop since selling reagents is far less dangerous and much more profitable than sorcery.

SKARA BRAE

In the island town of Skara Brae, you will find Regina, a well-known healer. She operates out of the Haunting Inn, which is the first building you will encounter. If you have 50 Gold Pieces, your party can stay at the Inn to rest and save the game.

This town is shown on the map as number 4

MAGIC SHOP

In Britannia, a magic shop sells reagents. These shopkeepers are adept at finding raw materials for reagents and distilling them into effective ingredients for spells. To buy useful reagents, find the lady pictured at the right.

MANTRA

A man in the room shown here will tell you a mantra. Mantras unlock the lips of a shrine's guardian statue and it will share its secrets. You won't know which shrine this mantra works on until you tell it to the right statue.

PAWS

Paws is a coastal city between Britain and Trinsic. Visit each of the four buildings of this town. Also seek Kenneth and talk to him about music. It plays an important role in your quest.

This town is shown on the map as number 5

GLINKIE

This man is a pilgrim in search of the shrine of Spirituality. He cannot find it and is very puzzled by his failure. Question him about what he has learned so far. Combine this information with what you know to discover the shrine's location.

CATS' LAIR

This store is the hangout for many powerful mages. The owner stocks some of the most potent reagents and potions. Many people have tried to learn his secret means of obtaining them, and paid a heavy price for their curiosity.

CHAPTER 3

TRINSIC

Southwest of Trinsic you will find the shrine of Honor. In Trinsic, visit old Greymarch, a retired servant of Lord British. He knows some facts about the king's disappearance. You can also find healing at the Wounds of Honor.

This town is shown on the map as number 6

A NEW PARTY MEMBER

Try to find the room shown at the right. In it you will meet Joana. She is an experienced Druid and can join your group, if you invite her. Also in this room is the wise man Gruman. He knows the mantra for the nearby shrine.

A GREAT COUNCIL MEMBER

Here in Trinsic search for a member of the Great Council. This man never recovered from the horror of what he saw in the dungeons, and is a little odd. If you talk to him, you will learn the Word of Power for the dungeon Shame.

JHELOM

To reach this island town, you will need the skiff or you can use a Moongate. Jhelom is a fairly large community, consisting of five buildings. In the Sword and Keg, a famous Inn known to be the hangout of great warriors, you can buy food and skull keys.

This town is shown on the map as number 7

WEAPONS

The shop pictured to the right is run by a man who once trained Lord British's guards. Then he decided to open his own weapons business. Visit his store to buy spears, slings, maces, morning stars, spiked shields, and chain mail.

THORNE

Find Thorne and he'll tell you a mantra. Beside him is a suit of chain mail you can have. Jhelom is rather an odd town—when people no longer want something, they just leave it sitting out! You'll find many items you can take.

MINOC

In the town of Minoc you will find a healer who can cure, heal or resurrect members of your party. The local inn has a good reputation, so you can rest if need be. Not far from Minoc you will find the dungeon Covetous.

This town is shown on the map as number 8

AMBROSE

This is a knowledgeable man. Ambrose has explored all of Britannia, from top to bottom. He can tell you many interesting things, including some information about recovering the weapons of the Avatar from the Underworld.

REW

The sail maker, Rew, was once a devotee of one of the shrines. She rose high in rank and was taught many of the inner secrets. Though she left the shrine to marry a sailor, she remembers the mantra. Look her up.

BUCCANEER'S DEN

This island served as a hideout for generations of pirates. Eventually, Buccaneer's Den grew into a good-sized town. But an air of danger and mystery still hangs over it, so keep your eyes open. Visit the King's Ransom Inn to rest.

This town is shown on the map as number 9

BOOTY

Buccaneer's Den is now the gathering place for adventurers of all sorts. Weapons and tools for numerous ventures are sold in the shops. Find Buccaneer's Booty to buy daggers, clubs, swords, and leather armor.

BIDNEY

Look for the room pictured at the right to find Bidney. He is an avid mountain climber, but recently gave away his grappling hook. Bidney will tell you who has it now. If you find that person, you can get the grappling hook from him.

NEW MAGINCIA

You will find this island due east of Buccaneer's Den. Search the four buildings here carefully. Katrina is on this island and will join your party, if you wish. Visit the Humble Palate to buy food as well as red or black potions.

This town is shown on the map as number 10

WARTOW

The original city on this island was destroyed by a force of nature because its citizens were too proud. Now, those who live here are devoted to the shrine of Humility. Wartow can tell you the mantra for that shrine.

KAIKO

Many people who tire of the world travel to New Magincia to embrace humility and peace. Kaiko was once a member of Blackthorn's household, but left when things got ugly. He is willing to discuss what he knows about Blackthorn.

MOONGLOW

You can find the Lycaeum on this island. Though the town does not appear to hold anything special, you can find some amazing items here. You will also meet Mariah, the Mage, in Moonglow. Search all of the rooms for a valuable scroll.

This town is shown on the map as number 11

STORES

The man pictured at the right is one of the two merchants you will encounter in Moonglow. He sells food, torches, white potions, and Spellbooks. The other merchant sells blood moss, nightshade, mandrake, and a type of talisman.

ENERGY FIELD

When you find the energy field, you must use your Dispel Field spell to eliminate it. If you walk through the energy field before it is dispersed, your power will be drained. Past the field you will find some treasures.

SERPENT'S HOLD

When you enter this castle, you will meet its lord, Malone. Beside Malone is Thrud, an infamous mercenary. He has a magnificent jeweled sword that he will only give in exchange for a password. He refuses to fight, so you cannot win it from him.

This castle is shown on the map as number 12

CHEF KRISTI

Kristi likes her job in Serpent's Hold. She is always looking for a way to earn extra gold on the side. You can buy skull keys from her, but she charges outrageous prices.

SIEGECRAFTERS

This is a store you simply must not miss. The proprietor stocks those difficult-to-find items that you need. In Siegecrafters you can buy a skiff, so you can visit the islands; also swords, halberds, chain mail, crossbows, and bolts.

DUNGEON DESPISE

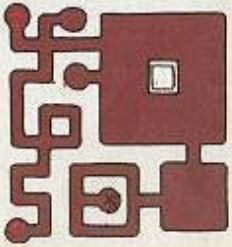
This dungeon is located near the shrine of Compassion. Explore the town of Britain to find the person who can give you the Word of Power for this dungeon. Don't forget to take a substantial food supply down with you.

LEVEL 1

LEVEL 2

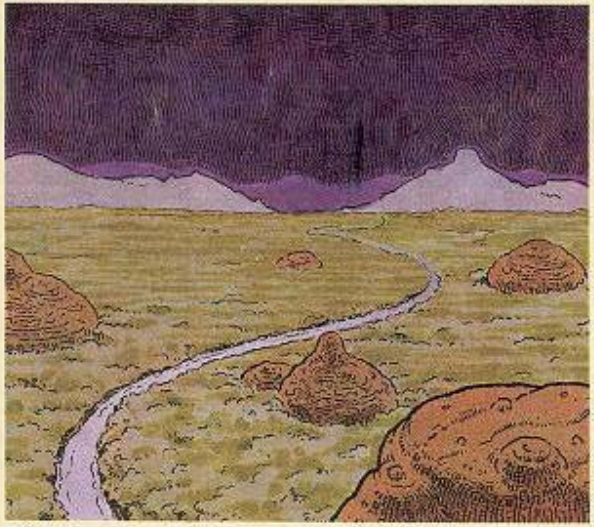
LEVEL 3

LEVEL 4

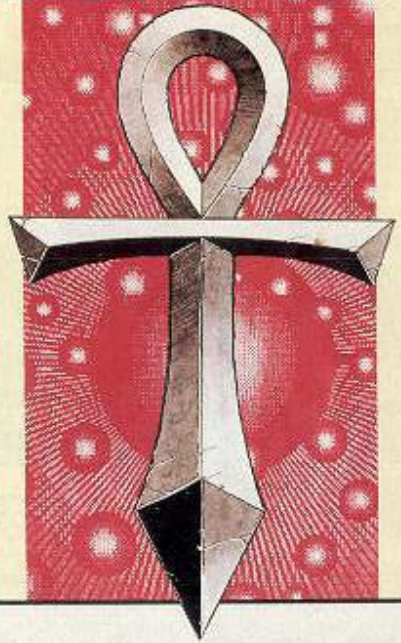


THE UNDERWORLD

In the Underworld you will explore confusing passages that twist and turn. Take measures to remember your path. Lord British came down to initiate a project to map this region. As you search this new world, you'll walk on soft grass grown by magic. You will be confronted with surging rivers, mountains, lakes, and gruesome monsters. You can enter the Underworld in two ways: using a moongate between 11:00 p.m. and 1:00 a.m. or through any dungeon.



CHAPTER 4



HELPFUL HINTS

HELPFUL HINTS

In all of your previous quests, missions, and adventures in Britannia, you learned many secrets and tricks for staying alive. Since you've been gone, you can refresh your memory by reading the tips recorded on these pages. Also remember that when you are in a jam, the Escape spell returns you to Lord British's castle.

AVOID SWAMPS!

As soon as you enter a swamp, you begin losing hit points and often become poisoned. To retrieve something that is in the swamp, follow the steps for picking up items and send the cursor into the swamp.

ENTER ROOMS OFTEN

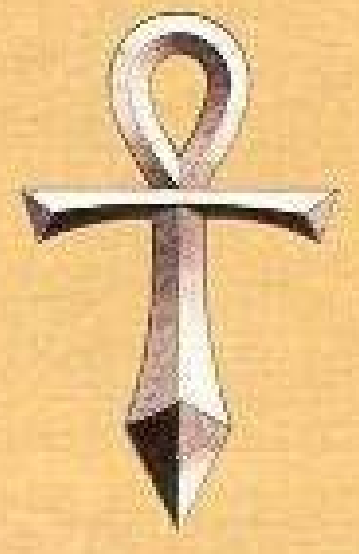
Frequently, when you leave a room other people will then enter. If you return, you can meet them and get more information or items. Practice this in Iolo's hut, when you first begin your quest in Britannia.

CAREFUL WHEN FLEEING A FIGHT

Your party of adventurers is fierce and tenacious. They usually prefer to stick around and finish a fight. If you choose to flee, you could find yourself alone. Never go so far that you cannot get back quickly, or you may not be able to find your party. When that happens, you will have to hunt until you find them or get new members. If you get completely lost, cast the Escape spell to regroup at Lord British's Castle.

SAVE OFTEN

Make sure that after each accomplishment you save your progress by pitching the tent and saving your game. Or you could stay at one of the Inns. Since saving at Inns can get expensive, use the tent when possible.



P.S.

Dear friend, by the time thee receives this message, I may be lost. If this should be the case, never surrender to the darkness that sweeps across Britannia. Never stop searching for me; I will cling to life with every fiber of my being. Beware the Shadowlords, who have been released from the Gem of Mondain. They now stalk my people. Our need for thy strength is great, old friend. May the winds of good fortune hasten thy journey.

Lord British